

# EduFun!<sup>TM</sup> **GULP!!**<sup>TM</sup> & ARROW GRAPHICS<sup>TM</sup>



**EduFun!**

A Division of Milliken  
Publishing Company

**USER'S GUIDE**

## INTRODUCTION

EduFun!™ . . . programs offering a unique combination of computer-generated learning and fun from a company with years of experience in educational publishing. Children (of all ages) explore and reinforce basic concepts through Milliken's MathFun!™ games which both teach and entertain.

Our primary objective is simple — make learning fun. EduFun! programs do just that!

## THIS GUIDE CONTAINS . . .

simple directions for the MathFun! games, suggestions for the reusable cards, and ideas for follow-up activities for families. The suggestions extend the skills reinforced in the MathFun! games.

Whenever parents and children share the games, follow-up activities are a natural extension. Encourage your children to put these MathFun! skills to everyday use. Computer games can provide learning experiences. MathFun! games do. MathFun! games make learning fun!

MathFun! games developed by Dr. William H. Kraus.  
EduFun!™ and MathFun!™ are trademarks of Milliken Publishing Co.  
Copyright © 1982 — MILLIKEN PUBLISHING CO. All rights reserved.





## WHAT YOU'LL NEED . . .

For the cassette:

1 Atari® Computer (16K RAM)

1 Atari® Program Recorder

1 Atari® Basic Cartridge

1 MathFun! Game, of course!

1 or more children of ANY age!

For the diskette:

1 Atari® Computer (32K RAM)

1 Atari® Disk Drive

1 Atari® Basic Cartridge

Atari® is a trademark of Atari Inc.

## HOW TO GET STARTED . . . HOW TO STOP . . .

Your Atari computer comes with explicit instructions for setting up equipment. Follow the instructions carefully. Failure to heed manufacturer's instructions and warnings may result in damage to your computer.

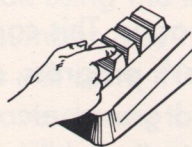
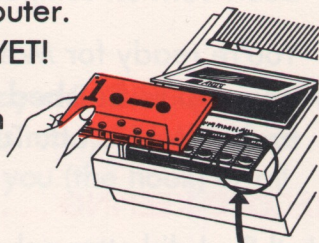
### When using the cassette . . .

insert Basic Language Cartridge in computer.

**DO NOT TURN ON YOUR COMPUTER, YET!**

Choose the game you wish to play. With game choice in UP position on label, place cassette in program recorder. Rewind tape.

Hold down START button on computer and turn computer on. Release START button. Press PLAY on program recorder.



Press RETURN key on computer. Computer will load and run program. (Be patient . . . it will take time.)

You're ready for MathFun! Follow computer directions.

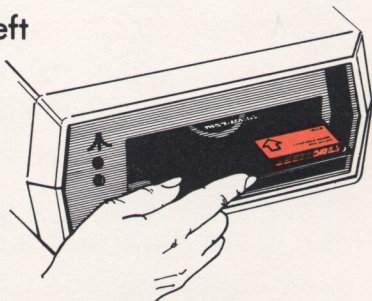
**When you're finished . . .**

READY will appear on the screen, and you may turn off the computer and TV or monitor.

**When using the diskette . . .**

insert Basic Language Cartridge in left slot of computer. Turn on disk drive.

When BUSY LIGHT goes off, insert diskette, label side up, notch on left, until you hear click. Close disk drive door. Turn on computer.



You're ready for MathFun! Follow computer directions.

**When you're finished . . .**

turn disk drive off. Turn computer off. Turn monitor off.

**RECORD-KEEPING . . . For parents only!**

MathFun! diskettes only include a record-keeping system called the Manager. This capability allows parents to review a youngster's progress, scores, number of games played, time spent playing a game, etc. As kids play the games, their scores are automatically recorded in the Manager.





To access the Manager, when the Menu page is displayed on the screen, press **0** (zero).

If games are heavily used, it is a good idea to review the Manager at least every two to three weeks. Reviewing the Manager condenses the user's files, and allows for additional records.

## **GULP!! DIRECTIONS**

- Addition Drill
- Multiplication Drill

Don't let the big fish gobble up the little fish! Answer 20 problems correctly as fast as you can. Otherwise, the big fish will feast on your mistakes!

The little fish keeps his lead as long as you continue to correctly answer the problems. Wrong answers and slow responses speed up the big fish.

Faster! Faster! Faster!

If you save the little fish, you get to play a **BONUS** game! You must be a super fisherman and hook as many **NUMBERS** as you can before the great, white shark eats you (the hook) or all the numbers.

In the **BONUS** game, you control the hook using the keys with the arrows on them. When you hook a number, you must bring it to the surface (top of the screen). You will score 100 times the value of each number you hook. If you have chosen the harder level and faster speed, your numbers will be greater.

Good Luck!



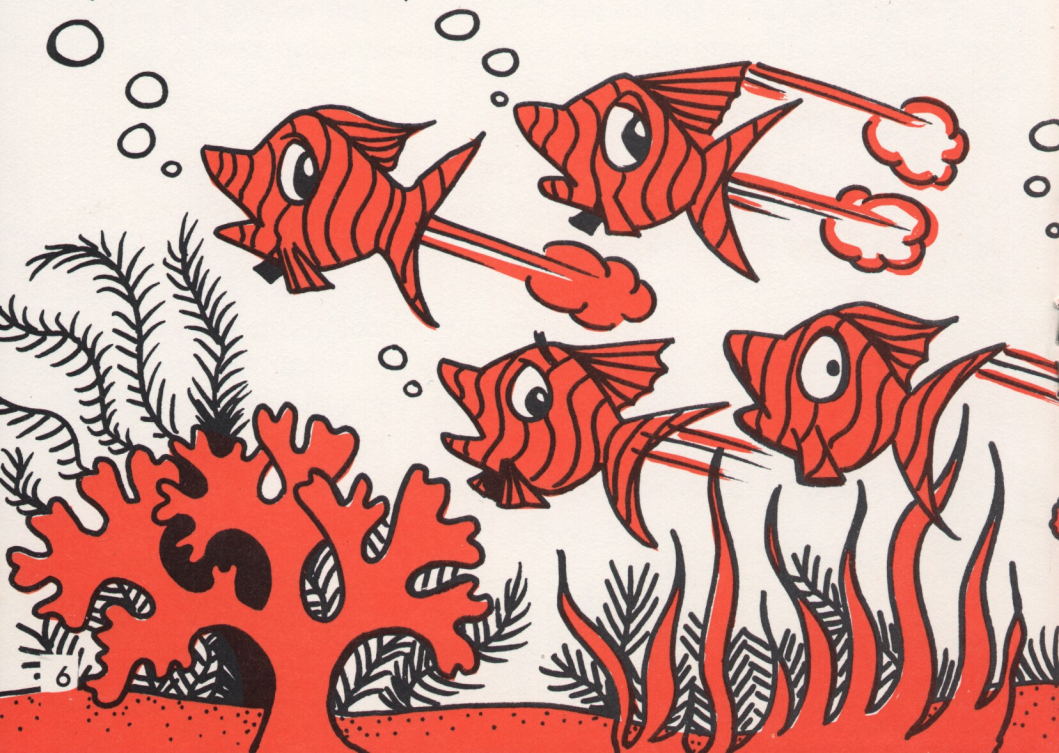
## REUSABLE PRACTICE AND SCORECARD

This card can be used for practicing facts. This practice will improve your children's mastery of their basic addition and multiplication facts — which actually gives them practice with subtraction and division at the same time.

Have your children time themselves as they use the practice card, so they can see their improvement. Take it along on trips to help pass the time. Let them challenge each other — or you!

On the side of the card is a means of keeping track of the highest scores on the BONUS game. Get a family contest going — watch your kids bump you off the scoreboard!

(Use a wax crayon or a water soluble marker.  
Wipe clean with a tissue.)





## FACTUAL FUN

Another way to improve your children's instant recall of basic facts is with the use of flash cards. These can be simply made from unlined 3 x 5 notecards. Keep them in a handy place and practice with your children in free moments. You will be surprised at how your involvement with your children will motivate them to practice.

Help your children understand how mastery of these skills will help them in their everyday lives in the years ahead. For example, let them work with you as you balance your checkbook and bank statement. While shopping, ask them how much it would cost for several items (addition) or multiples of an item (multiplication).



## ARROW GRAPHICS DIRECTIONS

- Problem Solving
- Directionality

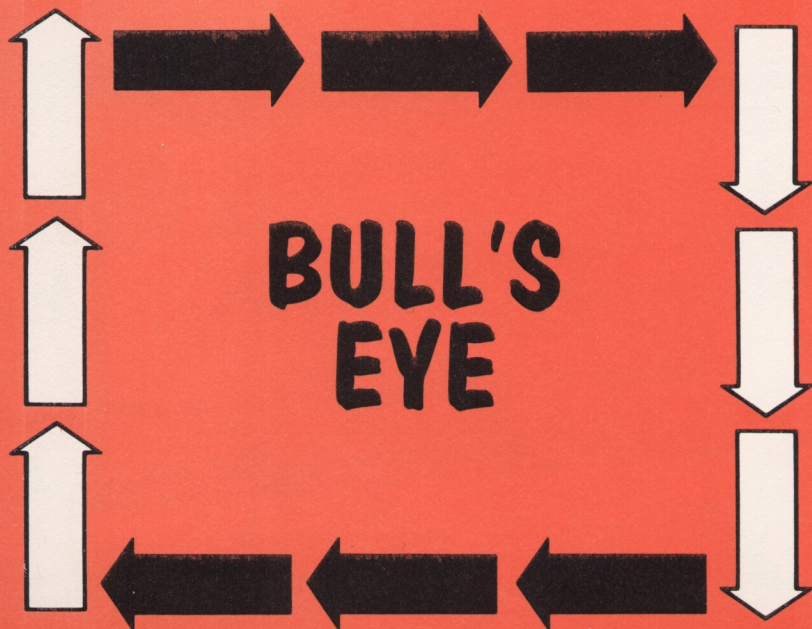
### Follow that arrow!

The computer will draw a figure using a 3-move command repeated 4 times. A move is a direction and a specific number of spaces. Example: R3 — right 3 spaces.

To play, type in the 3 moves the computer used to draw the figure and press RETURN.

A perfect pattern — 100 points!

Three perfect patterns in a row — create your own pattern!



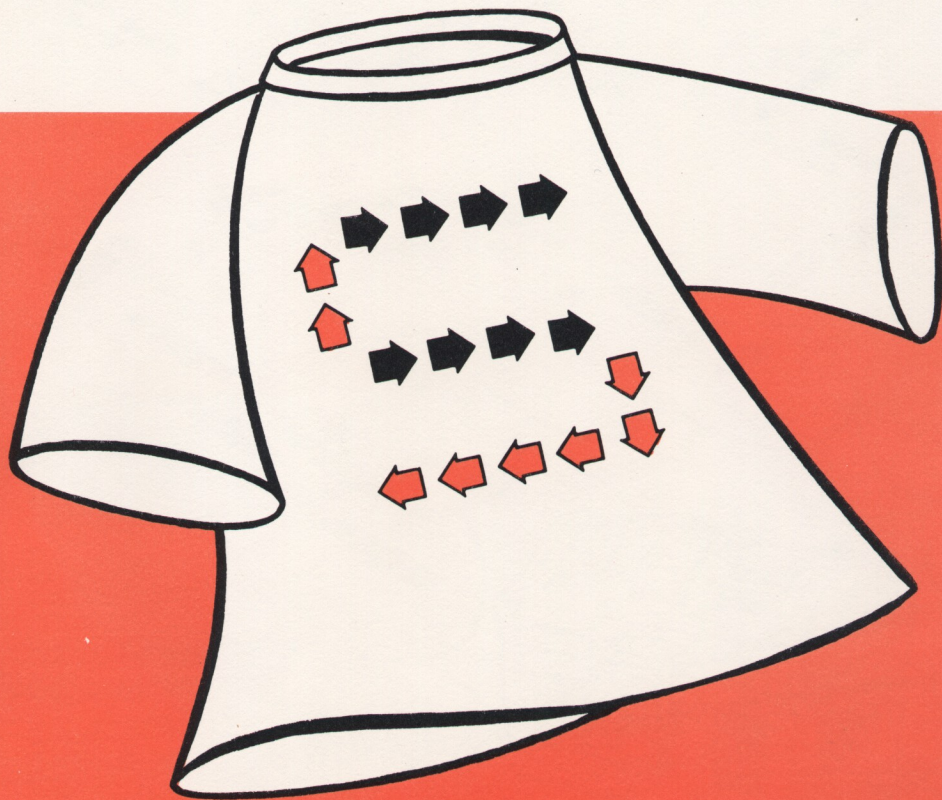


## DESIGNER CARD

Your children will have fun being their own designers! They can practice designs on the T-shirt that will be enjoyable to recreate on the screen.

They may want to put their design on a real T-shirt. Trace it onto a light-colored or white T-shirt using carbon paper. Then, color it with permanent magic markers.

(Use a wax crayon or a water soluble marker.  
Wipe clean with a tissue.)



## **DIRECTIONS** ➡ **DESTINATIONS**

Create a treasure hunt for your family. Write down a different set of directions for each family member to a specific place. Have some sort of "treasure" there for the first one to reach the spot. An example of directions might be: L15 steps, R21 steps, L36 steps, etc.

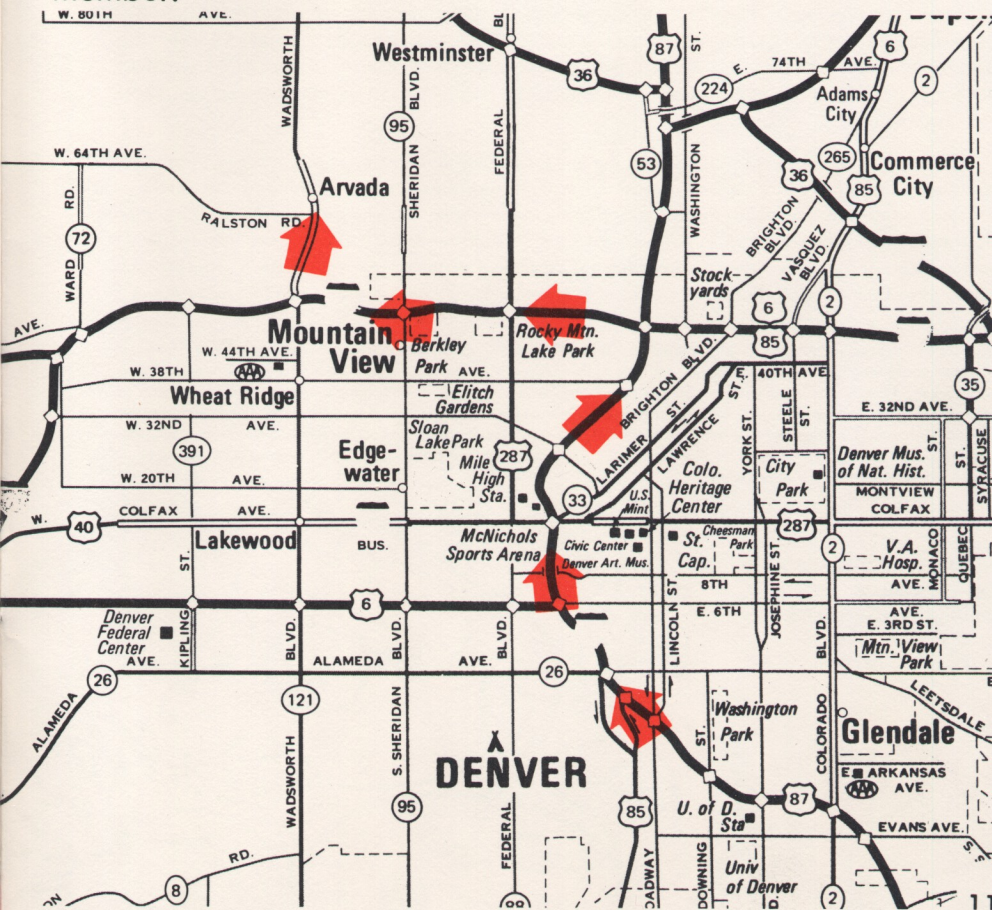




To further reinforce directionality, progress to directions that use north, south, east, and west.

Take a map of your state. Write directions from your town to another place in the state. Use the scale on the map as a unit of measure. Example: L4 inches, R3 inches, L5 inches. Give the directions to your child to find the destination.

Then, let your child write directions for you or another family member.





## LIMITED WARRANTY

IF PURCHASER CAN ESTABLISH THAT THE SOFTWARE DESCRIBED IN THIS MANUAL IS DEFECTIVE IN MANUFACTURE, LABELING OR PACKAGING, THE SOFTWARE WILL BE EXCHANGED IF DELIVERED TO MILLIKEN PUBLISHING COMPANY OR AN AUTHORIZED MILLIKEN DEALER WITHIN THIRTY (30) DAYS OF THE DATE OF PURCHASE.

EXCEPT AS ABOVE SPECIFIED, PURCHASER ACKNOWLEDGES AND UNDERSTANDS THAT MILLIKEN MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE, ITS QUALITY, PERFORMANCE, MERCHANTABILITY, OR FITNESS FOR ANY PARTICULAR PURPOSE, EXCEPT AS ABOVE SPECIFIED. THE SOFTWARE IS SOLD AND PROVIDED "AS IS" AND THE ENTIRE RISK AS TO THE SOFTWARE'S QUALITY AND PERFORMANCE IS WITH THE PURCHASER. SHOULD THE SOFTWARE PROVE DEFECTIVE FOLLOWING ITS PURCHASE, THE PURCHASER (AND NOT MILLIKEN, ITS DISTRIBUTOR OR ITS RETAILER) ASSUMES THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR, OR CORRECTION AND ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES, EXCEPT AS ABOVE SPECIFIED. IN NO EVENT WILL MILLIKEN BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE SOFTWARE, EVEN IF MILLIKEN HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

NOTICE The Software is furnished with the understanding that Purchaser will not copy, reproduce, translate, adapt, or prepare derivative materials from its data base and program, and that Purchaser will not sell or transfer to anyone, or distribute or display to the public, any copy, reproduction, translation or adaptation of, or any derivative work prepared from, its data base and program. Any unauthorized copying, reproduction, translation, preparation of derivative material, compilation, sale, transfer or display of or from the data base and program may be unlawful under the Copyright Revision Act of 1976.

"This material was prepared with the support of National Science Foundation Grant No. SED8012268. However, any opinions, findings, conclusions, or recommendations expressed herein are those of the author and do not necessarily reflect the views of NSF."

"Copyright 1982. Except for the rights to materials reserved by others, the Publisher hereby grants permission without charge to domestic persons of the United States and Canada for use of this work and related materials in the English language in the United States and Canada after 1988. For conditions of use and permission to use the work or any part thereof for foreign publications or publications in other than the English language, apply to the Publisher. Publication pursuant to any permission shall contain an acknowledgement of this copyright and an acknowledgment and disclaimer statement."

## MILLIKEN PUBLISHING CO.

EduFun! Division

EduFun! Customer Service

1100 Research Blvd.

St. Louis, MO 63132

